

FIG. 1
(Prior Art)

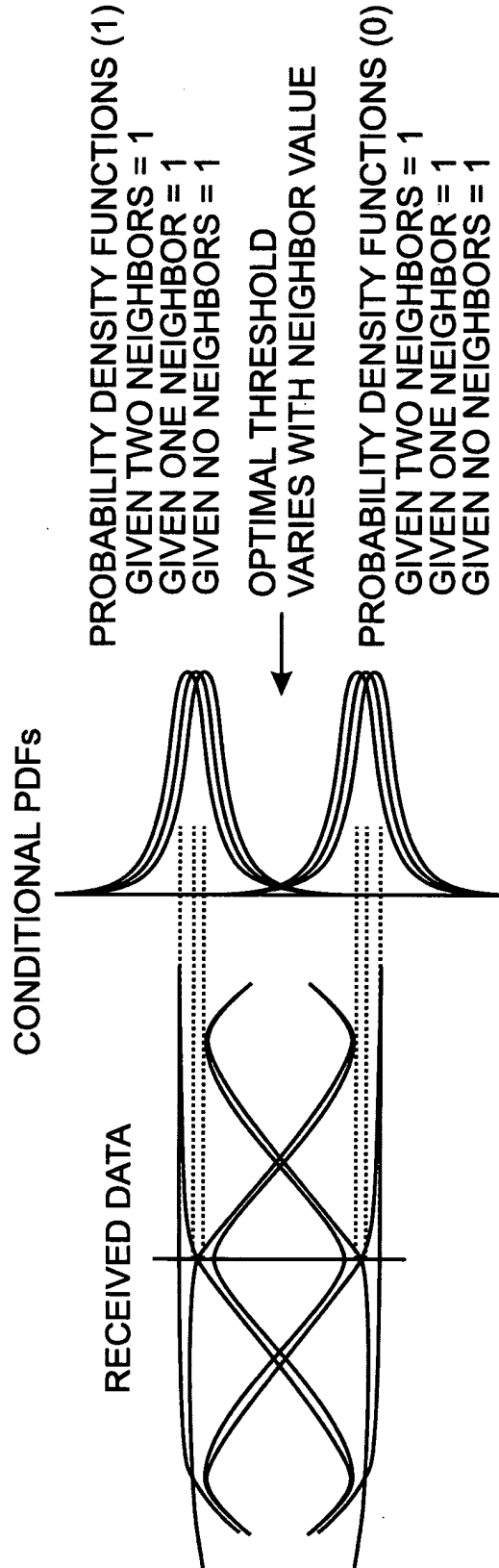


FIG. 2
(Prior Art)

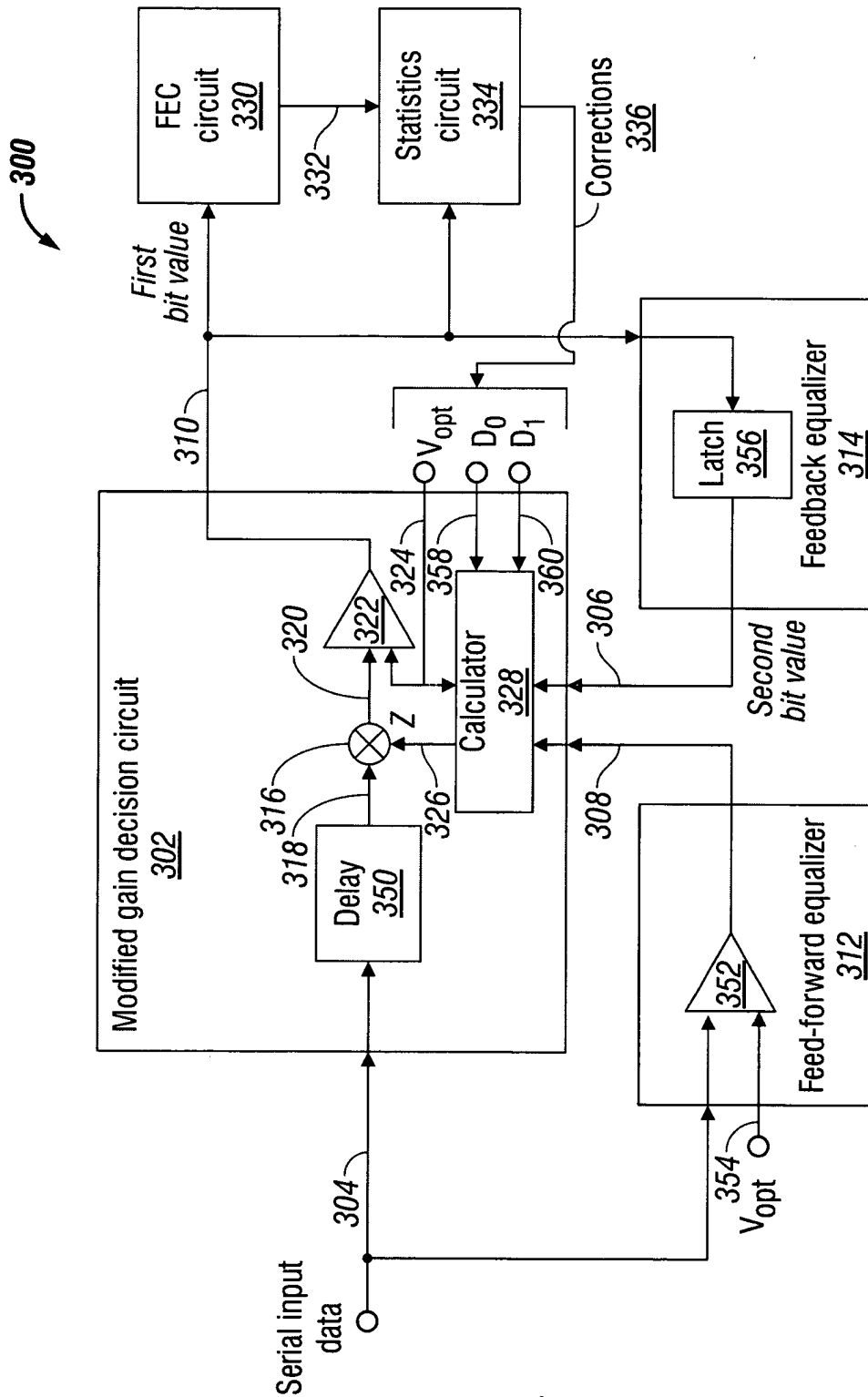


FIG. 3

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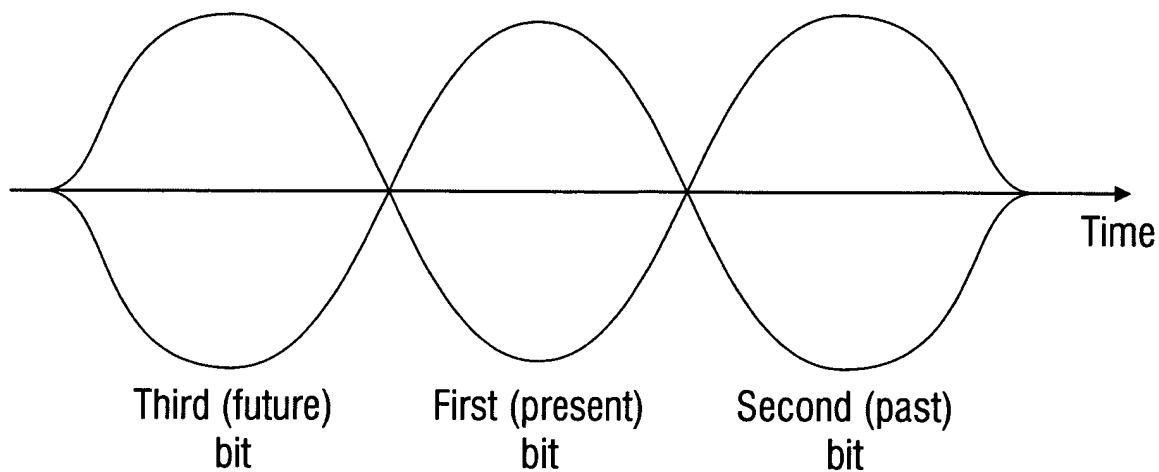


FIG. 4

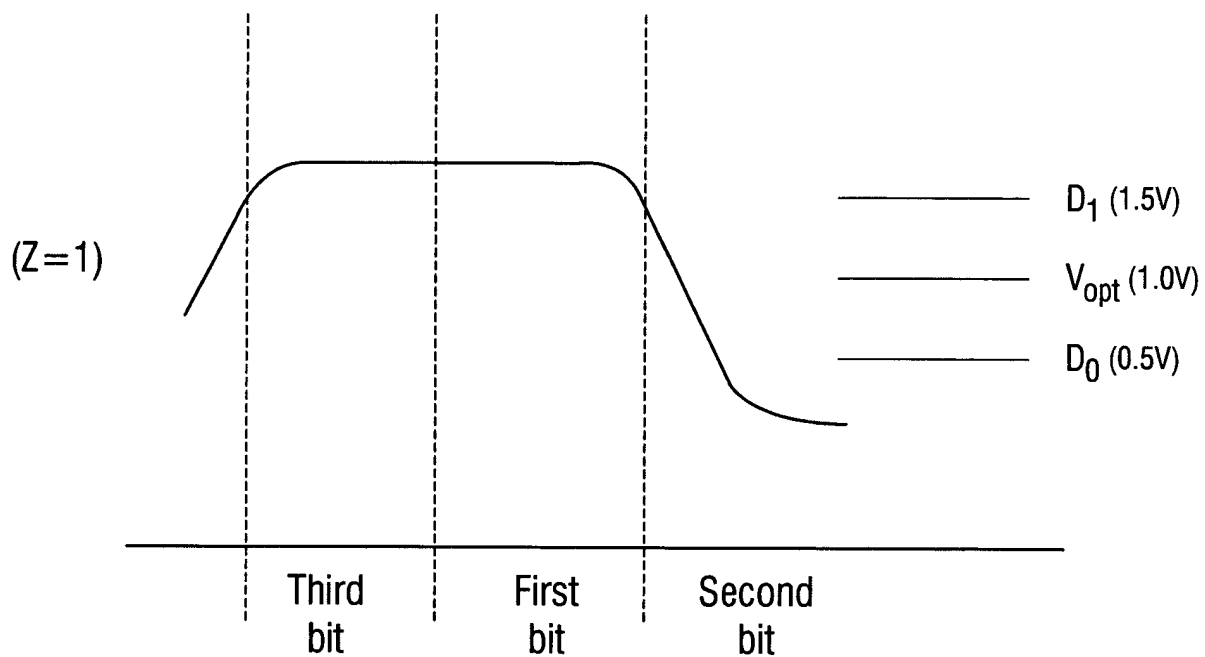


FIG. 5

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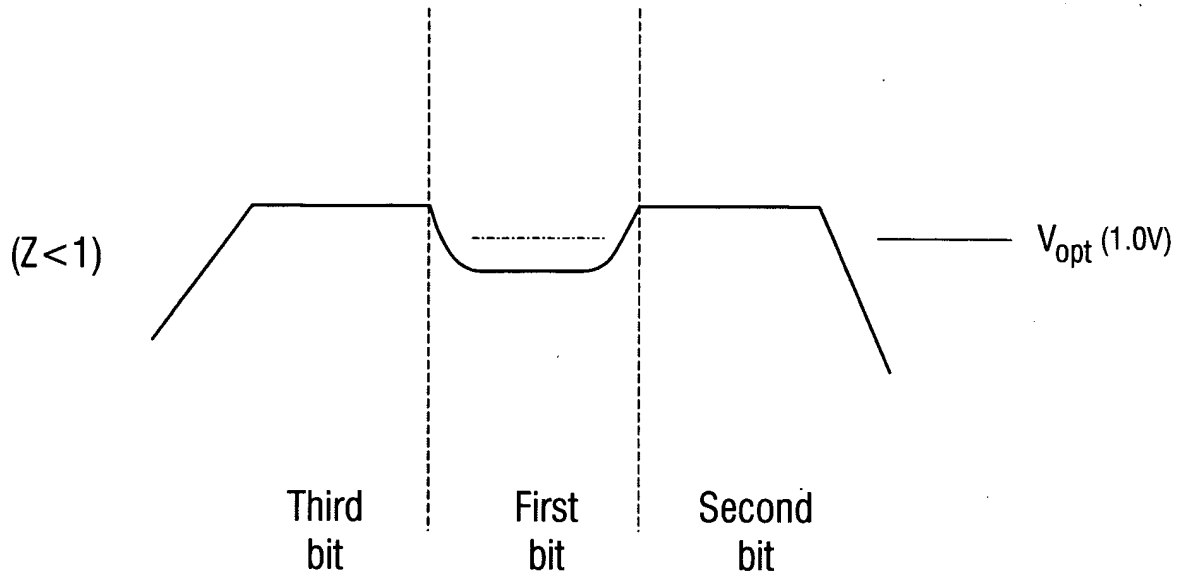


FIG. 6

INPUT LEVEL

D_1	<u>Definite "1"</u> "0" If both past and future bit values = "1" "1" Otherwise
V_{opt}	<u>"1" If both past and future bit values = "0"</u> "0" Otherwise
D_0	<u>Definite "0"</u>

FIG. 7

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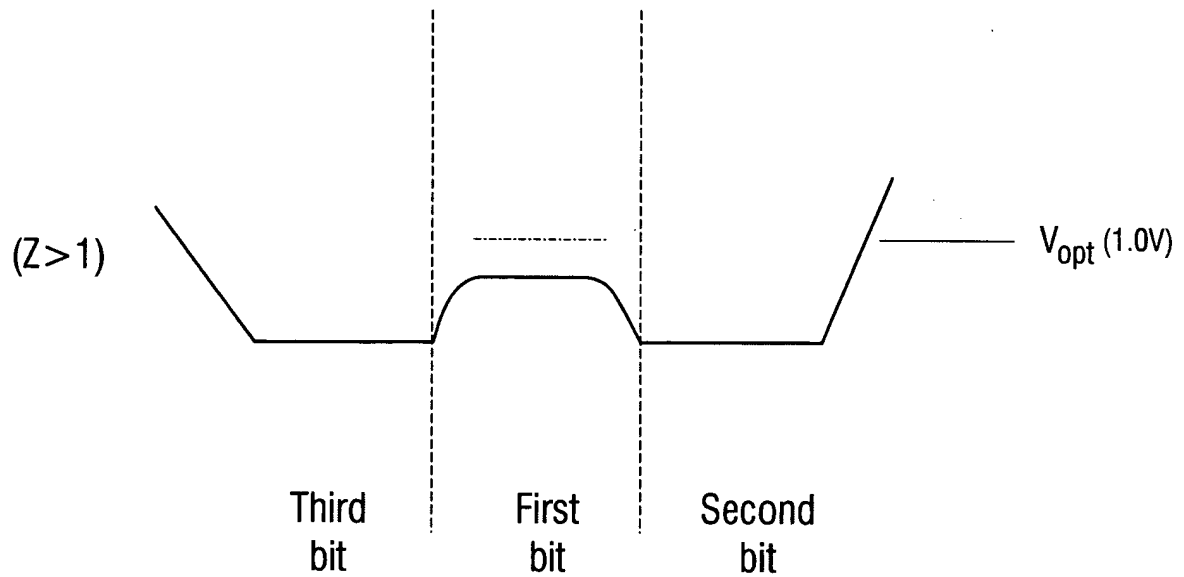


FIG. 8

Amplitude modifier	Second bit value	Third bit value
Low	1	1
High	0	0
Unity	1	0
Unity	0	1

FIG. 9

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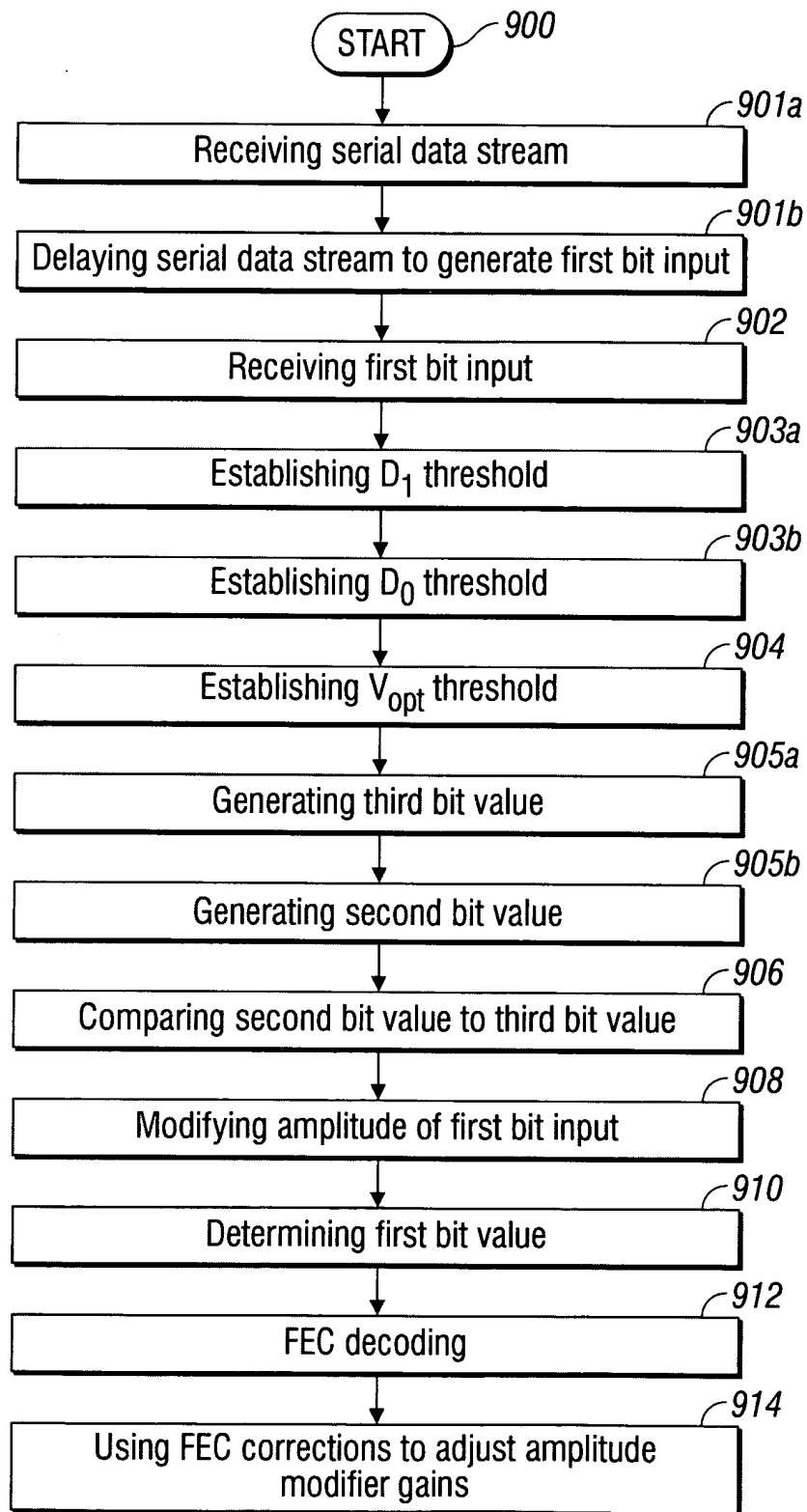


FIG. 10